

GAMES



SCOUTS

BY

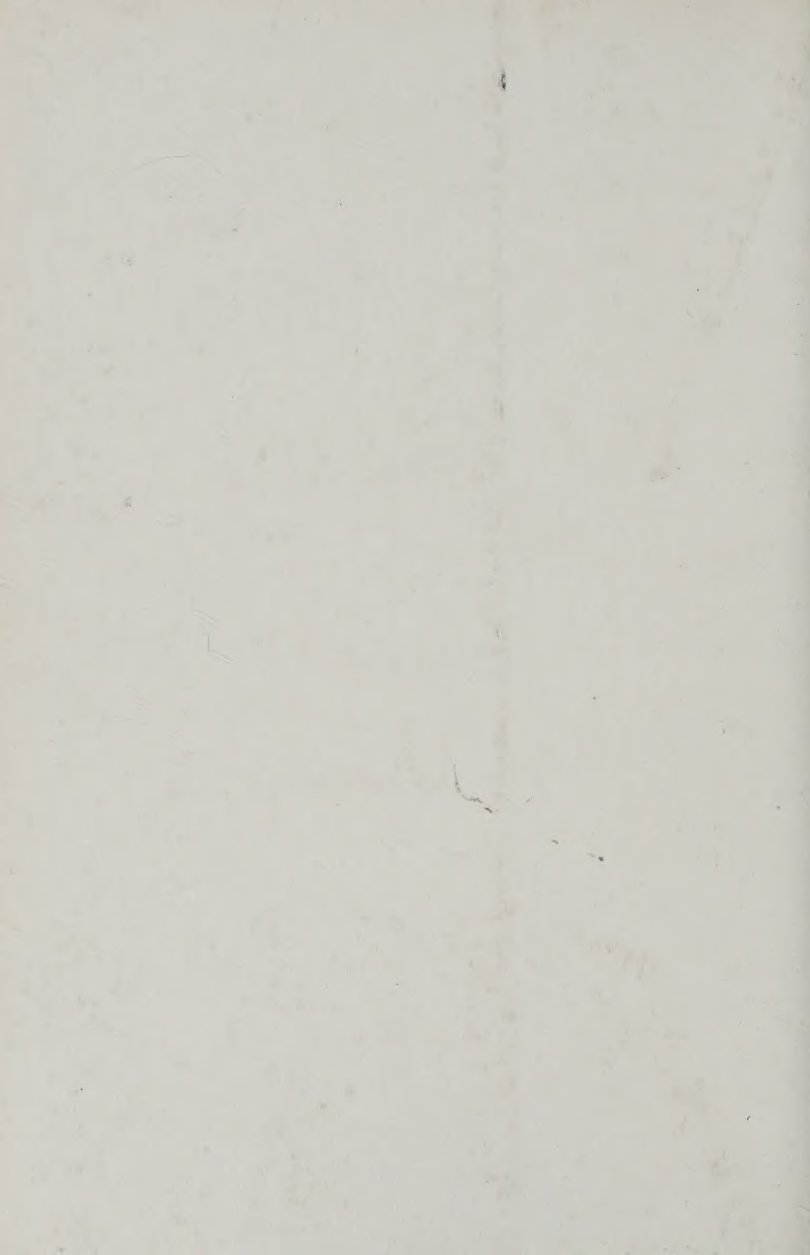
A. W. N. MACKENZIE

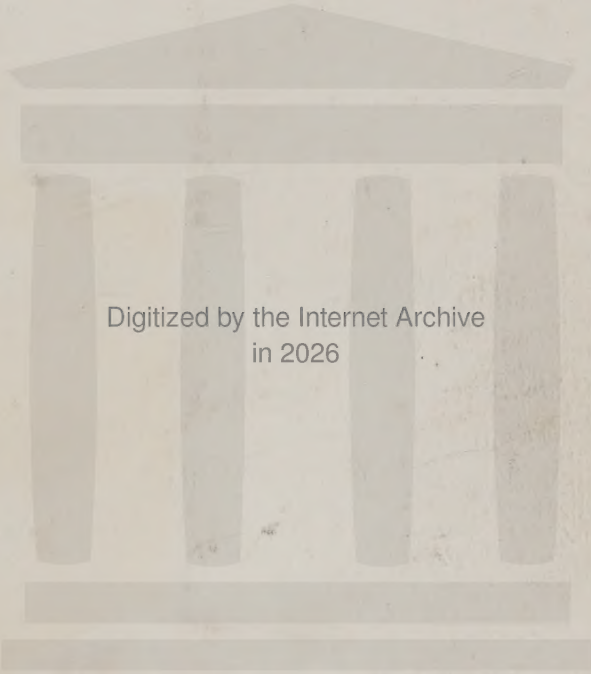
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GAMES FOR SCOUTS

Games for Scouts

Games Teaching Tests; Indoor and Camp Fire Games

Outdoor and Camp Games

BY

A. W. N. MACKENZIE



GLASGOW

JAMES BROWN & SON, OFFICIAL SCOUT PUBLISHERS
(GLASGOW) LTD.

52 TO 58 DARNLEY STREET

1926

To

A. J. M.

The Author is indebted to so many friends who assisted him in the compiling of this book that it is impossible to specify them individually; he therefore takes this opportunity of tendering to them collectively his sincere thanks.

GLASGOW, *July*, 1925.

FOREWORD.



THIS—
OR
—THIS



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PART I

Games Teaching Tests

GAMES TEACHING TESTS.

Scout Law Games.

For 11 Players.—Ten Scouts are drawn up in two ranks of 5 each, in Indian file. The front players of each file are given the *numbers* of two Scout Laws, say the 3rd and 7th; the second players other two, say the 5th and 8th, and so on until all the Laws have been allotted and each player has been given two. The players fall in in a circle in any order with a further Scout in the centre who is "IT." When ready the Umpire shouts out a word or phrase indicating a certain Law. Thus he might say "Thrift" for the 9th, or "Tin can—dog's tail" for the 6th. The two Scouts who have been given the Law indicated must immediately attempt to change places while "IT" tries to get into one of the vacated places.



If a player in the circle fails he becomes "IT"

and "IT" takes his numbers. If one of the two players does not recognise his Law he becomes "IT" and "IT" takes his place and numbers. If "IT" fails the Umpire shouts another word or phrase.

For 21 players.—Twenty Scouts are drawn up in four ranks of 5 each in Indian file. They are given two Laws each as in the preceding game, and then fall in in a circle in any order with "IT" in the centre.

The four Scouts given the indicated Law attempt to change places while "IT" tries to secure one of the vacated places. If a player in the circle fails he becomes "IT" and "IT" takes his numbers. If a player does not recognise his Law he becomes "IT" and "IT" takes his place and numbers. If "IT" fails the Umpire shouts another word or phrase.

Scout Law Yarn (for teams of 5).—Teams are drawn up in Indian file two paces apart. The front players of each file are given the *numbers* of two Scout Laws, say the 3rd and 7th; the second players other two, say the 5th and 8th, and so on. The Umpire then commences telling a story, each sentence of which illustrates a Scout Law. At the *conclusion* of each sentence the first Scout to recognise the Law illustrated as being one of the two assigned to him takes one step smartly to the right and, if correct, counts one mark to his team,

Sample Story.—

“To-night, on my way to Headquarters, a boy waiting for a tram amused himself by attaching a tin can to a dog’s tail.”

“He also displayed particular interest in watching the efforts of a boy trying to push a heavy barrow up the hill.”

“When his tram came along it was very full, so he pushed an old lady aside and scrambled on board.”

“The conductor found a shilling on the floor. The boy said it was his. It wasn’t.”

“He had been a member of his school team, but had lost his place through not obeying his Captain’s instructions.”

“So he went to the match the next Saturday and backed the other fellows.”

“He was very nasty to the boy next to him in school because his father was only a tradesman.”

“His own father was wealthy so he simply chucked his money about.”

“Although he despised the poverty of the next boy he did not hesitate to copy from his exercise book when he got the chance.”

“He was caught at this by his teacher and was given a good hiding, which he took like a man.”
Etc., etc.

Scout Law Yarn (for full Patrols).—The above game can also be played by full Patrols, Nos. 1 (the P.L.'s) and Nos. 8 (the Seconds) being allotted two Laws each and the remainder one each. It is thus simplified and can be made an inter-Patrol competition.

Knotting Games.

Knotting Relay Race.—Teams of five drawn up in line. Nos. 1, 2, and 3 of each team have each



a piece of rope. On the word "Go" No. 1 ties a bow-line on his rope and passes it to No. 2; who joins it to his own rope with a reef and passes it

to No. 3; who joins the ropes with a sheetbend and passes it to No. 4; who ties a sheepshank and passes it to No. 5; who ties a clove-hitch round a pillar.

When No. 5 has tied his clove-hitch he shouts "Right." The Umpire notes the order in which the teams finish. After a player shouts "Right" nothing further may be done to the rope. The team which finishes first *with all the knots correctly tied* wins.

Blindfold Knotting Relay Race.—After the players have become proficient in the preceding game they should compete blindfolded.

“Man Overboard.”—This and the knotting games following it are examples of how interesting a simple Scouting practice, such as the tying of a knot, can be made by the aid of a game or contest.

A chalk line is drawn on the floor near one end of the clubroom. This represents the edge of the deck of a ship. It is imagined that there is a wreck at the other end of the clubroom, and a “brave sailor” jumps overboard with the end of a coil of rope and attempts to swim to the wreck.

The “Captain” (Scoutmaster) notices, however, that the coil of rope is not going to be long enough, so he calls to a “deck hand” (the competing Scout) for more rope.

The “deck hand” has to pick up another coil and join it to the end of the rope which is attached to “the brave sailor” before it is pulled overboard. He may not, of course, step over the edge of the deck to do so, and the “brave sailor” must move forward steadily all the time.

A sheetbend is the best knot, and the Scouts who succeed score one point for their Patrols.



NOTE.—It is a good plan for the “Captain” to tie a piece of white tape on the first coil of rope at a certain distance from the end, and when the tape crosses the edge of the deck he *then* calls for more rope. This ensures that every competitor will have an equal chance.

“*Man Overboard*” (second version).—This is same as the preceding game excepting that on the words “More rope” the “deck hand” fixes the rope attached to the “brave sailor” to an article or pillar on the deck by means of a clove-hitch preparatory to his tying the sheetbend.

Shank Tug.—Two Scouts compete against each other. A sound piece of rope is required. The players have a tug-of-war and at the same time each endeavours to tie a sheepshank at his own end of the rope. The first to succeed wins.

NOTE.—It will only be possible to tie the knot in somewhat after the following manner. Pull with the left hand. With the right hand pick up a bight of the rope in the slack behind the left hand. This is brought forward and held just in front of the left hand on the rope which is under strain. The left hand then quickly turns a second bight over the first, and one end of the knot is made. The player then slips his left hand over the three strands of the knot and turns his back to his opponent. It will not now be found difficult to finish off the other end of the

knot. This is not easy to describe, but an experienced "knotter" should have no difficulty in following the movements.

First Aid Games.

Stretcher Team Race.—For teams of three. Two members of each team stand at the starting line each wearing an overcoat and carrying a scout staff. The third players (or patients) are drawn up, say, 50 yards away.



On the word "Go" the two players of each team at the starting line race to their patients, improvise a reliable stretcher from the two staves and overcoats, and load their patient on the stretcher.

Fireman's Lift Race.—For teams of two. The stronger member of each team stands at the starting line and the second (or patient) 20 yards from the finishing line. On the word "Go" each competitor at the starting line races to his patient, loads him with the correct Fireman's Lift and carries him to the finishing line.

"Broken Bones" Race.—For teams of 5. Four

members of each team stand at the starting line equipped with a stretcher and triangular bandages. The fifth player (the patient) is at the far end of the course. On the word "Go" each stretcher team races to its patient, ascertains the nature of his injury (which is written on a label attached to the patient), treats him and conveys him back to the starting line. The team which returns first with the injury properly treated wins.

NOTE.—The label should read :—" Broken collar bone ; patient conscious."

The team which realises that it is unnecessary to load a patient on a stretcher who is suffering from a broken collar bone and consequently walks its patient back should win easily.

The Problem of the Wounded Scouts.—Patrols are out of camp on some activity and are told that when they return to camp they are to act as they think best. Patrols return to camp at intervals of, say, 15-20 minutes. They find the camp disordered and evident signs of a struggle.



Filling the foreground there is a Scout labelled:—"Shot through the periphery . . . dead."

In not quite such an easily noticed position is another labelled:—"Broken left leg . . . unconscious."

Some distance off and well hidden (but with a spoor leading to him) is another labelled :—" Bleeding to death . . . wound in palm of left hand."

At the camp fire there are three mugs (the clue to the third Scout).

Marks awarded for:—Patrols who put out a watch to prevent further attack. Patrols who realise that there is a third Scout—find and treat him. Patrols who treat broken leg on the spot and carry patient into a tent afterwards.

Minus marks awarded for:—Patrols who fuss round dead Scout and prepare to bury him or who send for the doctor. Patrols who carry Scout with broken leg before setting the limb or who tie granny knots on the wrong leg or who administer artificial respiration. Patrols who fail to realise that there is a third Scout.

Signalling Game.

Teams of equal numbers are seated on the floor in two rows in Indian file facing the Umpire, who stands at one end of the room. At the Umpire's end of each line two small circles are drawn close together and in each circle is an Indian club (or bottle) standing on end.

Beginning with the player of each side nearest the circles they are allotted a letter of the alphabet each;



the first "A," the second "B," and so on. (When there are 13 players, or less, they may be allotted two letters each.) The Umpire signals any letter. The player on each side who has been given that letter must immediately rise, sprint to his circles, reverse the positions of the Indian clubs (or bottles) and resume his seat in his original position.

The player who completes the course first counts one point to his side. A point cannot be scored by a player if a club falls down or is not placed wholly within a circle.

After inspecting the circles the Umpire signals another letter and so on. The team scoring the highest total of points wins.

Variations of Kim's Games.

Kim's Game by Patrols.—A table is prepared with a large assortment of small articles on it. No article should be duplicated.



Each Patrol in turn is allowed two minutes to examine the exhibits on the table during which time the other competing Patrols are allowed to make as much uproar as they choose but must not touch the Patrol who are looking at the articles on the table.

When all of the Patrols have examined the articles they are given five minutes for the Patrol Leaders to write down their lists. Patrol Leaders

will use their discretion as to whether they will, or will not, accept the articles suggested by Scouts in their Patrols.

One mark is allowed for each correct item and one is deducted for each imaginary one. The Patrol scoring the most marks wins.

Headquarters.—Patrols are allowed two minutes to make a mental photograph of the clubroom and its contents. They then go outside and the Umpire makes a few alterations, such as opening a closed window, exchanging positions of wall charts, altering time of clock, etc., etc.



Patrols are then recalled and are given five minutes to decide on what the alterations are. Scouts report anything noticed to their own Patrol Leaders and not to the Umpire. Patrol Leaders report in turn to the Umpire, when called on, and indicate what they think the alterations are.

One point is allowed for each correct item and two are deducted for each imaginary one. Patrol Leaders will use their discretion as to what alterations suggested they will intimate to the Umpire.

Seeing what you see.—Two simple articles, say a

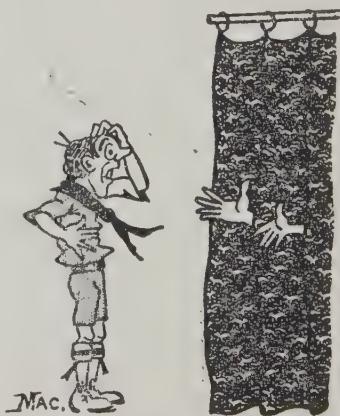
pencil and a box of matches, are placed on a table. Patrols are allowed one minute each to



examine and freely handle the articles. The Patrol Leader presenting the most accurate and full description of the articles wins.

For example, a Patrol Leader saying "A green pencil and a box of Swan Vestas" would lose to one who said "A green un-pointed copying ink pencil, about 9 inches long, made by Messrs. George Rowney & Co., and a box of Swan Vestas, manufactured by Messrs. Bryant & May, containing 24 unused matches."

Whose Hand?—Equal numbers of Patrols are formed up on opposite sides of the room. One side is allowed a minute to memorise the hands of the other side and these are allowed a minute to memorise the hands of the first side. One side then goes behind a curtain and a certain number of hands are put through. The remainder, by Patrols, decide as to the ownership of the hands exhibited.



The sides then change over and the same number of hands are put through the curtain and the Patrols outside the curtain decide as to whose hands they are. The Patrol with the most correct wins.

This game can also be played as "Whose feet?," "Whose nose?," "Whose shadow?," "Whose voice?"

Who Has Moved?—For four Patrols. Two Patrols are seated in a circle and the other two Patrols are given a few seconds to note the positions of the players. The Patrols who are not seated are then taken out of the room. Not more than six, but not necessarily any, of the seated players change places.

The two Patrols then re-enter the room and are given a minute for each Patrol Leader to report, quietly, to the Umpire what the changes are. The teams then change places and, after seeing the positions of the seated players, the Patrols which previously were seated leave the room and return to ascertain and report the changes. One mark is allowed for each correct item and two are deducted for each imaginary one. The Patrol with the most marks wins.

Errors in Uniform.—An officer appears in the clubroom with definite errors in uniform. No reference whatever is made to these inaccuracies.



After a reasonable interval the Officer leaves the room and the Patrols are informed that the Officer concerned had certain errors in uniform and are given five minutes to consult by Patrols as to what the errors were. (Patrol Leaders need not accept all suggestions submitted by Scouts.) Patrol Leaders report in turn. One mark allowed for each correct item and two marks deducted for each imaginary one.

Description of Stranger.—A stranger enters the clubroom ostensibly to see one of the Officers or, preferably (so that all will have a definite opportunity of seeing him), to give a short item of instruction. Soon afterwards the stranger leaves and then each Patrol is given a sheet of paper to fill up, in five minutes, the following particulars:—

Approximate age; height; build; colour of eyes; colour of hair; colour of moustache; colour of suit; colour of tie; colour of shoes; colour of sox; any other points noticed.

The sheets are handed in, the stranger returns and the descriptions are compared with the genuine article. The most accurate and full description wins.

Scout Pace Games.

Scout Pace, Kim's Game.—The course is a half

mile from Headquarters to a shop window. The members of each Patrol must leave and return together. Patrols at intervals go at Scout Pace to the shop window, examine the goods on show for one



minute, and return to Headquarters at Scout Pace.

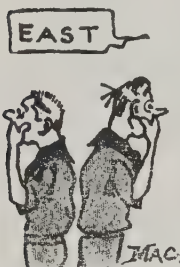
If the course is covered in 13 minutes by any Patrol it scores 50 points. One point is deducted for each second over or under time. Patrols then prepare a list of the articles on sale in the window; one point is given for each correct item and one deducted for each imaginary one. The Patrol with the highest total wins.

Scout Pace Relay Race.—The course is half a mile out and back. Patrol Leaders are responsible for placing their men so that each competitor actually runs.

The first player of each team holds a neckerchief, and on the word "Go" he runs, at Scout Pace, to the second player and hands him the neckerchief; he in turn runs, at Scout Pace, to the third player; the third to the fourth, and the fourth to the fifth who is standing at the half-mile. The fifth player runs back to the sixth, and so on, the eighth player handing the neckerchief to the Umpire. The Patrol which finishes nearest to 12 minutes wins.

Compass Games.

North, South, East and West.—Scouts are formed up in open formation.



The four sides of the room are named North, East, South and West respectively. Whenever the Umpire names a direction the players immediately jump to face in that direction. Scouts who make a mistake, or move too late, sit down in their places until only one remains

standing.

When the players have become thoroughly proficient the game should be stopped suddenly and another direction indicated as North.

Eight Point Compass Game.—Scouts are formed up in open formation.

The four sides of the room are named North, East, South and West respectively. The corners of the room are named to correspond with the intermediate compass directions. Whenever the Umpire names a direction the players jump to face in that direction. Scouts who make a mistake, or who move too late, sit down in their places and remain seated until only one player remains standing. To add variety and to increase alertness when the Umpire calls S.W. nobody may move. Any player moving sits down.

When the players have become thoroughly proficient the Umpire should stop the game suddenly and indicate another direction as North.

Sixteen Point Compass Game.—Sixteen players take part in this game.

A circle is marked on the floor, and sixteen small cards are prepared each giving one of the sixteen compass points. These cards are placed back up on a table. Each player takes one of the cards at random. The Umpire finds the player who has picked up the North card and places him anywhere on the circle. On the words "This is North—Fall in," the others take up their appropriate places in the circle. After the players have become thoroughly proficient the Umpire should take any player (say E.S.E.), place him anywhere in the circle, and say "This is E.S.E.—Fall in."

Emergencies.

Emergencies.—A Saturday afternoon game for City Troops.

Each Patrol is handed a list of lesser known places in the City where certain "incidents" are supposed to have taken place. These "incidents" are described to the Patrols who then proceed to the places indicated and in-



investigate the best means of dealing with each problem.

Locations and incidents are arranged beforehand and the number of incidents should equal the number of Patrols competing.

A time limit is set and marks deducted for exceeding (but not given for being under) this limit. The following is an example :—

4 Patrols—4 Locations (A. B. C. and D.)

Patrols will visit locations in following order :—

1st Patrol—A—B—C—D.

2nd „ —B—C—D—A.

3rd „ —C—D—A—B.

4th „ —D—A—B—C.

Time limit 2 hours.

Incidents.—

“ A ”—At 102 Sauchiehall Lane an old man has fallen down the stone steps and broken a thigh.

“ B ”—At 172 St. Vincent Crescent screams are heard from top floor. On entering building it is found to be on fire and access to top floor cut off by flames.

“ C ”—At 792 Somerset Street a woman rushes out with a baby who is apparently choking.

“ D ”—Near 15 Park Lane sounds of breaking glass are heard and on investigation a front room window is seen to be broken and the house is obviously being burgled.

NOTES.—

“A” was situated near the local Ambulance Dépôt.

“B” was close to a yard in which was kept a very long ladder and ropes. A fire alarm was near by.

“C” was in a back-court near the Childrens Hospital.

“D” was close to a sub-police station.

On return Patrols prepare and hand in reports of what they would have done had the incidents really happened.

Extra marks should be given for reporting the nearest doctor, telephone, fire alarm, policeman on point duty, etc., relevant to an incident being investigated.

This game will repay the little extra trouble taken beforehand to prepare it, and provides valuable training in Pathfinding and in First Class work.

Estimation of Distances, Weights, etc.

Weights and Measures.—This is an inter Patrol competition.

The Umpire has a small spring-balance, a measuring tape and a watch.

Each Scout has a paper bag. A bucket of sand and a spoon are provided for each Patrol.

The Umpire orders something like this in turn:—

“No. 1 of each Patrol put 1 lb. of sand in your bag.” (1 mark per oz.)

C.

"No. 2 cut a piece of string 11 inches long."
(1 mark per $\frac{1}{2}$ inch).

"No. 3 put 2 ozs. of sand in your bag." (2 marks per $\frac{1}{2}$ oz.)

"No. 4 open your mouth for 30 seconds. Go!"
(1 mark per second.)

"No. 5 estimate the weight of this parcel."
(1 mark per oz.)

"No. 6 estimate the length of this piece of rope."
(1 mark per 2 inches.)

"No. 7 estimate the length of the clubroom."
(1 mark per foot.)

"No. 8 estimate the height to the ceiling." (1 mark per foot.)

Each competitor is allowed half a minute to complete his task, which must then be stopped and not touched again.

The Umpire (having timed the mouth-openings) weighs and measures the different items. A correct estimate counts 100 marks. Suggested deductions are shown after each item. The Patrol with the highest total wins.

PART II

Outdoor and Camp Games.

FOREWORD.

In outdoor and camp games considerably more relish and enthusiasm are given to games which are written round historical episodes, local legends and scenes from famous stories.

The first game in this Chapter is an example of what may be done in this direction.

OUTDOOR AND CAMP GAMES.

The Search for Prince Charlie.—A recruit or Tenderfoot acts as Prince Charlie. Three or four of

the best Scouts in the Troop act as his attendants. The remainder of the Troop represent the English Army. (The number of boys detailed to act as the Prince's companions depends upon the nature of the ground and upon their exper-

ience in Scouting as compared with the other Scouts in the Troop.)

In the simpler form of the game, the Prince's attendants have to prevent his capture for a given period. In the more complex form they have to convey the Prince to any one of a number of given places within a certain period.

In the first form of the game the Prince's party loses only if the Prince is captured. In the second



form, only if he fails to gain one of the given places within the time limit. During the game the Prince will do whatever his attendants request and will not act on his own initiative. The Prince will wear a neckerchief loosely slipped through the back of his belt and if this is removed he will be considered captured.

Treasure Hunts.

The Treasure Hunt is an excellent game for training the pathfinding and deductive powers of the boys, and it never fails to hold their interest.

The details of Treasure Hunts are dependent on local condi-

tions, but the following examples may prove of guidance.

No. 1 Treasure Hunt (where all clues are handed out at beginning of hunt).

Each Patrol was given a bundle of sealed and numbered envelopes and a sheet of paper stating the boundaries. They were informed that the Treasure was the name of the shopkeeper on the



building for which they were to search and that each envelope contained a further clue. The envelopes were to be opened in the order 1, 2, 3, etc., as Patrols found that they could not proceed further without more information.

All Patrols had to return to Headquarters within 2½ hours whether they had found the Treasure or not.

The winning Patrol was the one which found the Treasure, having opened the fewest envelopes.

Envelope No. 1 said—

A white building 1¼ miles (as the crow flies) from Headquarters in an N.E. direction.

Envelope No. 2 said—

The building has the same number of chimney stacks as the Chief Scout has children and the same number of chimneys as there are Scout Laws. One of the chimneys is minus a top piece.

The building is on the ROUKEN GLEN - BISHOP-BRIGGS tram route.

Envelope No. 3 said—

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Envelope No. 4 said—

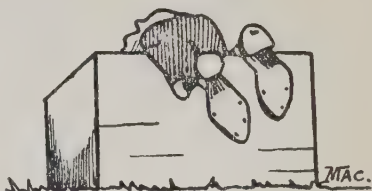
Close to L. M. & S. railway bridge.

Envelope No. 5 said—

Opposite a bowling green.

No. 2 Treasure Hunt (where only one clue is given and the others have to be picked up).

Patrols start off together, each with a copy of the first clue and with instructions to return in two hours.



1st Clue.—A piece of paper with “Try what a little heat will do” written on it.

Explanation.—Under the message was the second clue written in milk (or lemon juice) which is brought out by heat.

2nd Clue.—“Follow the sun’s way for 50 yards to the arrow’s mother.”

Explanation.—50 yards west was a yew tree (from which arrows are made).

Pinned to the yew tree was the 3rd clue which said:

	l i n e s				
L					
I					
N					
E					
S					

3rd Clue.—“EeIeSeEsSs
SsLIEnLeEe LsLIEeEs,
EsInLsNe EsLsNe SnLs-
EeEs, IiLIeSls, LnNiSlLs
EsInLsEnLs.”

Explanation.—From the top left-hand corner, from left to right, the squares

26th not necessary. spell A, B, C and so on to Y. As the clue states Z is not necessary. The clue

reads—"Sixty yards east, then ten west, gate. Clue there." Pinned by a drawing pin beneath the bottom spar of the gate was the 4th clue which said—

4th Clue.—"Find a red stone, find a rustic seat. Both can be seen from here. Midway between is further help. (Please replace this clue.)" Which proved to be

5th Clue.—Scout signs in the form of twigs laid thus



Explanation.—The clue means: "Go this way for 25 paces," which gave the

6th Clue.—Scraped on a path:—



A message was hidden behind a loose stone in a wall in direction of arrow saying—

7th Clue.—"Tree with unnatural fruit 75. Bring fruit." (Replace clue.)

Explanation.—An apple (the Treasure) attached to a fir tree. As no direction was given, Scouts had to make a circle 75 yards round the clue till they found the unnatural fruit.

Treasure Hunt No. 3 (based on knowledge of Scoutcraft and Tests).

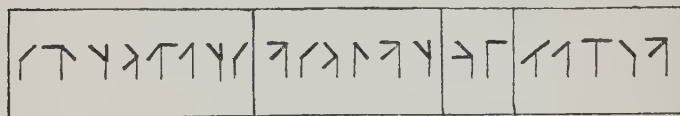
Each Patrol is handed copies of all clues and is told that the Treasure is a piece of money.

NOTE.—In this case the Treasure was a penny stuck edgewise in the ground in long grass.

Clue No. 1.—"Proceed to the N. corner of wall

surrounding Vicarage garden. From there you will see several clumps of trees. One of these clumps is almost exactly N.N.E. There is single larch tree in the clump. Make your way to it."

Clue No. 2.—



Clue No. 3.—"Look in direction in which sun sets and you will see a white five-barred gate. Proceed to gate calculating distance from larch to gate on the way."

Clue No. 4.—"Follow path (to left) from gate to point where it joins main road. Draw rough journey map from gate to main road."

Clue No. 5.—

Cross Bearing:—

No. 1—Chimney stalk and W. edge of fir wood.

No. 2—Railway signal and flagpole, Treasure here.

NOTE.—In addition to points scored for finding the Treasure further points should be awarded for estimation of height and distance and for the journey map.

No. 4 Treasure Hunt.

The Torn Paper.—Two teams start simultaneously to find the Treasure.

THEME.—An old man lay dying and before

<u>How to find</u>	<u>the treasure.</u>
Close to the Art which spans the River of this bridge the Robert seen, looking North, between a high larch and a poplar tree. If you larch tree and look East you will see the fountain. Walk in a straight line towards the fountain (75 paces) and you will find yourself on a path. Follow the path uphill until you get to Park Terrace. The treasure is hidden 50 yards in the direction of Lyndoch Street under a large stone beside the Park railings.	Galleries there is a bridge Helvin. On a certain point Statue can just be

Sample Torn Message (See page 30).

passing away he handed to his sons a sheet of paper describing minutely how they should proceed to find a valuable treasure which he had hidden for safety.



Unfortunately they were seen by one of a gang of desperados who determined to steal the sheet of paper at all costs.

Scenting danger, the sons decided to tear the paper in two and to hide the pieces in different places. When ready to start out on their quest they were horrified to discover that the desperados had, a moment before their arrival, found one of the pieces of paper and started off in search of the treasure also.

The sons, with the other half of the paper to guide them, immediately followed.

Sample Torn Message.—See page 31.

No. 5 Treasure Hunt.

The Blazed Trail.—The Scoutmaster went for a stroll and, from his starting point, he noted some readily distinguished object, such as an isolated fir tree, and noted it down.

From this spot he walked to his next object (or “blaze”), say, the east corner of a shed, noted it down and so on until his “blazes” were complete.

Patrols were each given a list of the consecutive

“blazes” to be followed *en route* to the Treasure. To avoid Patrols tumbling over each other on the hunt the starting point was indicated in a simple code message which had first to be deciphered.

On the last “blaze” (which was a spruce tree) the following message was pinned :—

“Find a rose which never bloomed.”

The Treasure, which was hidden inside the rose of a watering can, near the spruce tree, was a message saying :—

“Congratulations ! You win.”

Patrols might be sent over different routes, of the same distances, to the Treasure. The “blazes” could be a different colour of woollen thread for each Patrol which could be tied on trees, fences, gates, etc.

The Dispatch Bearer.

A good game for a single Patrol.

A player is chosen as the Dispatch Bearer and he has to go from one known spot (or building) to another. The game is played over the area between these two places and the boundaries, beyond which no player may go, are known to all of the players. At no time during the



game may the Scouts searching for the Dispatch Bearer approach nearer to his destination than 200 yards (or other distance as circumstances dictate).

The Dispatch Bearer carries a neckerchief loosely slipped through the back of his belt, and to be considered captured the neckerchief must be removed by an opponent. He leaves his starting point at a known time, and the "enemy" have their forces ready on the ground to intercept him but no one may see him starting off.

Amongst the "enemy" there is a "traitor" whose job it is to do his best to let the Dispatch Bearer through. They know that there is a "traitor" in their ranks but they do not know which player it is. (The Umpire will have found an opportunity of quietly detailing the "traitor" previously.)

If the leader of the "enemy" has reason to suspect a player on his side as being the "traitor" he may not put him out of the game (nor imprison or tie him in any way) but should keep him under observation or give him a job where he can do least damage.

If the Dispatch Bearer gets through within a stipulated time he wins.

The Rival Dispatch Bearers.

One player is nominated by each competing Patrol to act as a Dispatch Bearer. It is the aim

of the Dispatch Bearers to go from a known spot (or building) across a section of road. The one to get across first to score the highest points for his Patrol; the second next most and so on. The boundaries, beyond which no player may go, are known to all of the players.

Each Dispatch Bearer carries a neckerchief loosely slipped through the back of his belt and, to be considered captured, the neckerchief must be removed by an opponent. At no time during the game may the Scouts searching for Dispatch Bearers approach nearer to the road, which is the objective, than 200 yards (or other distance as circumstances demand).

The Dispatch Bearers leave their starting point at a fixed time, and the remainder of the Scouts are ready on the ground to intercept them, but must not see them leave. It is the job of the Scouts to capture Dispatch Bearers from the other Patrols and to do their utmost to assist their own Patrol Dispatch Bearer through.



Stalking Contest.

This must take place in long grass or heather.

The Umpire is in a central position, and the players are placed in all directions at an equal distance from him of not less than from 30-50 yards.



On a blast of the whistle the Umpire stands up and all players stalk towards him. As he spots the stalkers they stand up in their places. The player who gets nearest to the Umpire wins.

Opposite Numbers.

Two Patrols compete against each other. Each approaches a certain detailed spot from a different direction, and each Scout in one Patrol has to find a particular Scout in the other. Thus the Patrol Leader must find the Patrol Leader, the Second the Second, and so on. As soon as a Scout sees his corresponding number he stands up and shouts out his name.



If a Scout of one Patrol sees a Scout of the other but not the one he wants, he may inform the Scout of his own Patrol who is looking for that one. This ensures that the Patrol which knows how to

keep in touch stands the best chance of winning the game. Whenever a Scout has been spotted he may take no further part in the game. The Patrol which finds the most opponents wins.

Searching for Fugitives.

Two or more Patrols take part.

The game should be played over ground which provides good cover.

Definite boundary lines should be indicated and known by all players. One Scout is chosen from each Patrol, and they are given five minutes in which each conceals himself anywhere within the boundaries. Once hidden they may not move out of their places of concealment.



The Patrol Leaders are then called, and each is told that he and his Patrol should capture any one of the fugitives (excepting the one from his own Patrol), whom they must bring back to the place indicated by the Umpire, escorted by the whole Patrol (except their own Patrol fugitive).

This means that each Patrol must make an

organised search and must be in touch all the time, so that as soon as a Scout spots a fugitive he can summon the rest of his Patrol and march the fugitive back to the Umpire. A Scout spotting a fugitive may not shout to the remainder of his Patrol, nor blow a whistle, but must use some other method of attracting their attention. If a Patrol comes across its own fugitive it should pay no attention, as otherwise they might attract a member of some other Patrol to the spot.

The winning Patrol is the one to arrive first at the Umpire with its captured fugitive.

Indians and Settlers.

One Patrol (Indians) competes against 4 or 5 Patrols (Settlers). A piece of ground is marked out which is



the prison. The Indians get ten minutes start and hide anywhere within a wooded



piece of country, the boundaries of which are known to all of the players.

After 10 minutes the Settlers move out of the

prison to capture the marauding Indians. The Indians may leave their places of concealment if they wish and may resist capture. After capture they may, at any time, struggle to escape.

Each Indian when captured must be taken to the prison but may escape at any time if he is able to do so. The Settlers should have a guard at the prison to prevent this. Prisoners may not be tied in any way. After the agreed on time limit, if any of the Indians are still at liberty the Settlers lose.

Joining Camps.

This game was played by 5 Patrols.

Each Patrol Leader was given a rough sketch map of the district showing Camps A and B. The Otters and Curlews were sent out to their camps, A and B respectively, which were to the N.E. and N.W. of the starting place. Their job was to attempt to join forces and the other three Patrols had to prevent them. Touching counted as capture.

The three sides started operations at a fixed time excepting that the three Patrols acting together sent out two spies from each Patrol a little before the fixed time for starting.

Each spy had a neckerchief tied round his arm. He could not take prisoners but could be captured by the Otters or Curlews. The spies worked in pairs, one keeping in touch with enemy movements while

the other carried information to the Patrol Leaders.

The Otters and Curlews could capture spies only, their job was to avoid capture and to join forces.

The Otters and Curlews had a few minutes "pow-wow" as to their plan of campaign before moving off.

What Have You Seen ?



The Troop leaves camp and after proceeding some distance, say a mile, they are halted and, by Patrols, are asked to describe in turn all that they have passed ; *e.g.*, pedestrians, traffic, buildings, cross roads, hedges, shops, walls, etc. The Patrol giving the most accurate account wins.

Over the Hill.

Scouts are taken out of camp and are required to ascertain, from the indications around them (such as the condition of roads, signs of smoke, vehicles passing, etc.) what is over the brow of a hill. A certain line is indicated beyond which Scouts may not go in prosecuting their inquiries.

Each Scout reports separately to the Umpire, after which all proceed to the crest of the hill to ascertain the facts,

The Sleeping Pirate.

A Scout is seated, blindfolded, with a knife stuck in the ground immediately in front of him. He represents a Pirate who has fallen asleep while sitting on guard over a valuable treasure (the knife) which he has stolen. He is seated in the centre of a circle of 6 yards diameter.



Each of the other players, starting at least 12 yards away from the knife, tries to recover the treasure and to convey it outside of the circle without being spotted by the "Pirate." The "Pirate," whenever he hears any movement, points to the spot where he thinks that the noise has come from. If he points to anyone that player retires from the game.

The player who succeeds in conveying the treasure outside of the circle without being spotted by the "Pirate" wins. If all of the players are spotted the "Pirate" wins.

Blindfold Distance Judging.

Place a stick in the ground at a reasonable distance (say 40 yards) in front of a starting line along which the players stand.

Point out the stick to the players. Each player,

in turn, is blindfolded and must walk to where he thinks the stick is. When he stops the bandage is



removed from his eyes and he stands still.

Scouts who are in danger of being trodden on



should quietly step aside to allow the following player to pass and should then resume their positions. Players should not talk to following players as that is liable to be of assistance to them. The player nearest to the stick wins.

Blindfold Tent Pegging.

A tent peg is driven into the ground. Each Scout, in turn, stands 6 yards away from it with a mallet in his hand.

With eyes closed he turns round six times and then, with eyes still closed, walks to the spot where he thinks the peg is and strikes it with the mallet. The Scout who goes nearest wins.

Location by Sound.

Patrols are blindfolded and placed in line at one end of a field.

The Umpire goes to the other end of the field and blows his whistle every now and then. The

blindfolded Scouts have to reach the whistle-blower and touch him. The latter may stoop down to avoid being touched but may not move out of his position.

As each player touches the whistle-blower he drops out of the game. Some one should see that no Scouts run into ditches, walls, etc. Points are awarded in accordance with the order in which Scouts touch the whistle-blower—that is the first 1, the second 2, and so on.

At the end each Patrol's points are totalled and the Patrol with the smallest total wins.



Which Whistle?

For this game two whistles of slightly different tone are needed. Two Patrols are placed in centre of field and both whistles are sounded once or twice so that all are given an equal opportunity to distinguish one from the other. Patrols are then blindfolded and each Patrol is told to which whistle it must go.



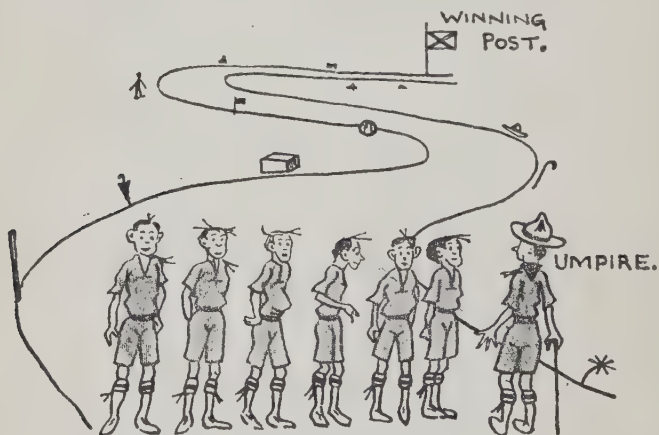
The whistle-blowers station themselves at equal distances from the centre of the field in any direction and commence blowing periodically. Each Scout as he touches the correct whistle-blower is out of

the game. The whistle-blower may not stoop to avoid a Scout touching him.

When a whistle-blower is touched by a Scout who is searching for the other whistle he quietly says, "Wrong," and the Scout concerned proceeds with his search. The Patrol which finishes first wins.

Observation Race.

Competitors are blindfolded and stand at the starting-line with their backs to the course.



An assortment of extraneous articles is placed alongside the course at intervals, such as a wheelbarrow, a boy with a dog, a tent peg, a walking stick and so on.

The handkerchiefs are removed from the com-

petitors' eyes and they race to the winning post. The first to arrive at the winning post scores the number of points that there are competitors, the second one less and so on.

At the winning post competitors stand with their backs to the course and repeat quietly (or write down), all that they have seen alongside the course. One mark is added to the previous score for each correct item, one is deducted for each item omitted, and two are deducted for each imaginary item added.

Care should be taken to ensure that the contest cannot be won by a competitor by merely arriving first at the winning post. This can be arranged by placing a sufficient number of articles along the course.

Spot the Colours.

This game is played over a specified piece of ground. In advance the Umpire prepares a number of green, grey, brown, blue, red and white cards and distributes them over the ground by dropping them in grass, pinning others to trees, and so on. Within a specified time Patrols have to collect as many of those cards as they can.

Green cards count 6 points; gray, 5 points; brown, 4 points; blue, 3 points; red, 2 points and white, 1 point. The Patrol with the highest total wins.

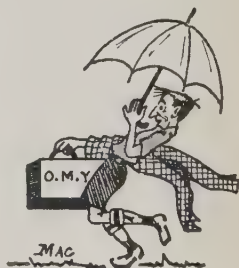
Crab Race.



Players compete in couples. At the starting line each couple stand back to back, with elbows linked, side on to the course. On the word "Go" each couple run sideways, with elbows still linked, to the finishing line.

Catch the Train Race.

Each player stands at the starting line with a suitcase in the right hand, an overcoat over the right arm, and an open umbrella in the left hand. On the word "Go" players race to the finishing line.



Four-Legged Race.

Players compete in teams of three. Each team stands at the starting line with the ankles of the centre player tied to the nearer ankles of the outside players. On the word "Go" each team races to the finishing line.

Backwards Team Race.

Players compete in teams of three. Each team stands at the starting line with elbows linked, the centre player facing the winning post and the two

outer players facing the opposite direction. On the word "Go," with elbows still linked, the centre player guides his team to the winning post.

Ankle Toss.

The equipment required is a bag of sand weighing about 1 lb. A zero line is marked on the ground. Patrols of equal numbers compete. The first player of one Patrol, standing on the zero line, balances the bag on his instep and kicks it as far forward as possible. The first player of the other Patrol, at the spot where the bag landed, balances the bag on his instep and kicks it back in the opposite direction. The game is continued until each player has had one kick for his team.

The team on whose side of the zero line the bag finishes loses.

Flower Code Game.

This is a good game to make the study of botany interesting to your boys.

The Scouter writes a message such as the following:—"Don't go this way; burns all in spate."

Each boy is given a copy of this message, and they are all sent out simultaneously to find a wild flower or plant beginning with every letter in the message. Leaves of trees could also be included.

Thus the word "Don't" could be daisy, oak, nettle, and tare.

The search will teach the boys where to find

difficult flowers, plants, and leaves when wanted.

A letter repeated must have a different flower, plant, or leaf each time.

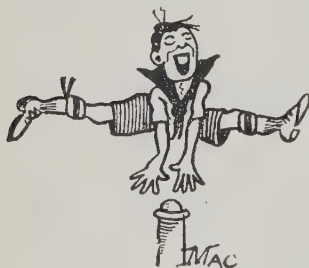
Scouts hand to the Umpire the flowers, etc., in the order of the letters in the message and get their opportunity to do so in the order of their return.

This game can also be played as an inter-Patrol contest, the Patrol Leader detailing the various flowers, etc., wanted amongst his boys.

The individual or Patrol first to complete the message correctly wins.

Leap Frog Relay Race.

Patrols are formed up in Indian file four paces apart. On the word "Go" each No. 1 player steps three paces forward and bends a back.



Each No. 2 immediately jumps over and makes a back two paces in front of No. 1.

Each No. 3 now jumps over Nos. 1 and 2 and makes a back and so on until all are down and ready for No. 1 of each file. He immediately jumps over all the backs and returns to his starting position and so on until only one player is left as a back and all the others have resumed their starting positions. The Patrol first home wins.

Whistling Relay Race.

rosts are stuck in the ground in the four corners of a square. Each team has four players. The first runners of each team stand at the starting post, the second runners at the second post, and so on. The first runners are whistled the first two lines of popular songs. (A different song for each team.) Each player is provided with a biscuit. On the word "Go" the first runners run to the second runners and, after they have consumed their biscuits, whistle their two lines. The second runners go to the third runners, the third to the fourth and the fourth to the Umpire.



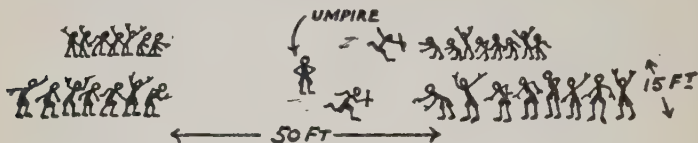
The team whose fourth runner arrives first, having consumed his biscuit, and whistles the same two lines that were issued to his team, wins.

N.B.—The biscuits may be dispensed with.

Staff Relay Race.

Two Patrols play against other two. We will call them A, B, C and D. A and B stand in Indian file facing each other 50 feet apart. C and D do the

same standing at least 15 feet to the side of their opponents. The Umpire stands in the centre of the parallelogram thus formed.



A staff (or other article) is handed to the first Scout of each of two of the Patrols standing side by side. Upon a given signal these two run to the Scouts heading the other two Patrols, hand them the staves and retire from the game.

The two who now have the staves return them to the first of the remaining Scouts of the other Patrols, after which they retire from the game and so on until all of the Scouts have run with the staves. The last player on either side runs with his staff to the Umpire in the centre.

The side which gets its staff to the Umpire first wins.

Obstacle Staff Relay Race

This game is the same as the previous one except that a ditch, fence, or other obstacle has to be crossed by each player as he runs with the staff.

Stagger Relay Race.

The equipment required is a stout stick 3 feet long, for each competing Patrol. Two lines are

drawn—a starting line and another at the end of the course.



On the word "Go" the leading player of each Patrol runs down the course, places one end of his stick on the ground, his forehead on the other end, and with closed eyes circles six times around the stick.

He then returns by the shortest possible route to the starting line and hands the stick to the next player behind the starting line.

The race is continued until all the players have completed the course. *Look out for falls.*

Ammunition Dump.

Teams of equal numbers are drawn up in Indian file, three paces apart.

A line is drawn 12 paces in front of the leading players.

On this line, and in front of each file, is placed a heap of miscellaneous articles, such as umbrellas, hats, shoes, etc. There should be one article less than the number of players in the file.

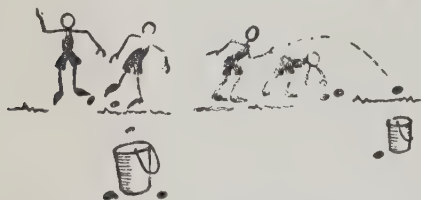
On the word "Go" the leading player of each file runs forward and picks up his assortment of articles and proceeds down one side of his file handing each player one article, and up the other side collecting the articles.

He then runs forward to the 12 paces line, deposits the articles, and returns to the last place in his file. Whenever he has done so the new leading player of the file runs forward, gathers up the articles, distributes and collects as before and re-deposits them on the 12 paces line.

This is continued until all of the players have completed the course. The first team to finish wins. If an article is dropped it must be picked up immediately by the player who dropped it.

Potato Pairs.

Pails are placed in a row. One pail is required per pair of competitors, who, starting from a line



about 30 yards away, run forward, hand in hand, until they reach a line 3 yards in front of the pails.

On this line, and opposite each pail, six potatoes are placed. Each player has to throw his three potatoes into his own pail. If he misses, he must get the potato back again to the 3 yards line.

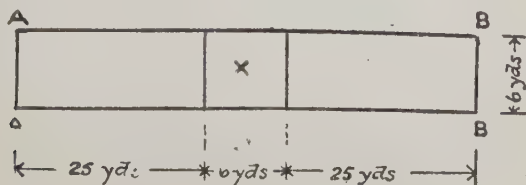
If one player of the pair gets his three potatoes into the pail he may assist his partner by throwing back the potatoes which miss. The two players who arrive first back at the starting point, hand in hand, are the winners.

Rodeo.

The area for this game is as shown in diagram.

About 12 players (the "Steers") are drawn up behind the line AA and the "Cowboy" in the square X. The Umpire blows a whistle and the "Steers" rush for the line BB. The "Cowboy" may only tackle the "Steers" while passing through his den (X). He tackles in Rugby fashion, and the "Steers" may hand him off or elude him. Any "Steer" passing outside of the side lines is out of the game. (For this purpose a judge should be posted at the end of each line.)

Each "Steer" pulled down by the "Cowboy" stays to assist him to pull others down. Next the "Steers" run from BB back to AA, and so on until only one is left who becomes the "Cowboy" for the next game.



Hat Ball.

The hats of all the players are bunched together (hollows up) so that no hat is obscured by another. A dead line is drawn 10 feet from the hats ; all the players keep outside this line.

"It" begins by throwing a soft ball into one of the hats. For each time he misses a chip is put into his hat and if he misses three times in succession the Umpire nominates another "It." As soon as "It" succeeds in dropping the ball into a hat, the owner of the hat runs forward for the ball and the others run away. The owner must not follow beyond the dead line, and must throw the ball at someone. If he hits anyone the player struck becomes "It"; if the thrower misses a chip goes in his hat and he becomes "It."

The Scout who has least chips in his hat wins or the Patrol with the smallest total of chips is the winning Patrol.

Bucket Cricket.

Equipment required :—A bucket, tennis ball and a bat (or piece of wood 18 inches long). Patrols toss for choice of innings. The bucket is turned upside down and the first player of the batting side mounts it, holding the bat in his hand. The fielding side have to try to hit the bucket with the ball.

If the ball stops within 6 yards of the bucket it

must be taken out to that distance (in the same line in which it was last thrown) before it is thrown again.

A circle should be drawn.



Each time the batter hits the ball it counts two runs; each throw which fails to hit the bucket, but is

not hit by the batter, counts one run. When the bucket is hit, or the ball is caught off the bat before touching the ground, or the batter falls off the bucket, that batter is out and the next player of that Patrol takes his place. When all of one side have been dismissed the other side takes the bat. The side which scores the most runs wins.

When there are less than five aside both sides should field.

Chinese Tennis.

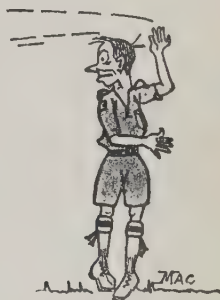
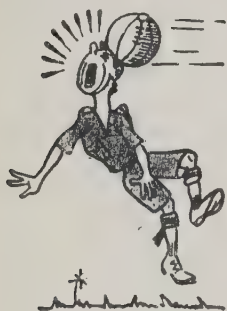
A piece of ground is marked out 50 feet by 30 feet. The size of the ground may be varied according to the number of players; these dimensions are for teams of 12 aside.

The back and side lines are marked and a rope is strung across the middle about 4 ft. 6 ins. or 5 feet

from the ground, dividing the playing area into two courts. Each side occupies a court. A large rubber ball or football is used.

A player of one team stands behind his team's back line and bats (not throws) the ball with his hand or hands either over the rope or to another player on his side.

The ball is then volleyed from player to player,



with the object of getting it over the rope so that it will hit the ground in the other side's court.

Only the serving side scores. When the serving side wins a rally it counts one point ; when it loses the other side gets the service.

When a team has scored 10 points the sides change courts. The team scoring 20 points first wins the game. A referee is essential.

Rules :—

(1) The ball may be batted either with one hand or both, but must not be bounced, thrown, caught

or kicked. If the serving side faults in this way they lose the service and the defaulting player retires from the game until a point has been scored by either side. If the other side faults in this way the defaulting player retires until a point has been scored and the serving side retakes the service.

(2) A player may bat the ball three times in succession but not oftener. If a player on the serving side bats the ball more than three times they lose the service; if one of the other side does so they lose a point.

(3) The server is allowed a second service if his first fails. Two successive failures forfeits the service to the other side.

(4) As soon as the ball touches the ground that rally is over. If the ball hits the ground in the serving court the service is forfeited; if in the other court a point is won by the serving side.

(5) If the serving side knocks the ball out of the court the service is forfeited; if the other side does so the serving side scores a point.

(6) Each time the serving side scores a point they have the next service.

Stoolball.

Stoolball wickets, bats and balls are different from cricketing ones. Each of the pair of wickets

consists of a board mounted on a stake, which is driven firmly into the ground. The board should be one foot square and of wood, or good strong cardboard. The stake should be a trifle below the top of the board which should be 4 ft. 8 ins. from the ground to the top. The bat is of wood, with an almost circular face and a short handle. The regulation bat should not be more than $7\frac{1}{2}$ ins., in diameter and is thicker in the centre than at the



edges. A small size tennis racquet will do in emergency. The proper ball for Stoolball is a "Best Tennis No. 3" but an ordinary tennis ball will do to begin with. With two of the wickets described, two bats and a ball the equipment is complete. The wickets are set up facing each other 20 yards apart.

The bowler, when play begins, stands between the two wickets, 10 yards from the one at which he is bowling,—so that the bowling crease, which must not be more than a yard long, is 10 yards from either wicket. An over consists of eight balls bowled alternately to each wicket. The batting side send

in two players to bat, as in cricket, while the other side fields. As each player is "out" his place is taken by another member of his side who has not already batted. The bowler bowls underhand and must not throw or jerk; if he does so it is a "no ball" and counts a run. There are no "wides."

The batter is out when the ball bowled hits the wicket (not the stake); when he is caught; when, while running, the ball is so thrown as to hit the front face of the wicket; if he stops with his person a ball which otherwise when bowled would have hit the face of the wicket; or if he is run out—that is to say, if, when running, preparing to run or pretending to run, the ball is thrown in and strikes the wicket while he is at that moment in such a place between the wickets that he cannot touch his wicket with his bat.

The non-batter may also be run-out if he cannot, with bat in hand, touch his wicket. Each batter must touch his wicket with the bat before taking each bowl and on completing each run. Both batters must run between the wickets. All other rules are in accordance with the laws of cricket. A Scorer and an Umpire for each wicket should be appointed.

Passball Match.

A circle is marked on the ground, 40 feet in diameter. The game is played within this circle. One Patrol goes in with a ball, say the Otters.

On the word "Go" two Scouts from another Patrol (say the Tigers), rush into the circle and try to touch the ball. The Otters throw the ball from one to another in attempting to prevent one of the Tigers from touching it. As soon as a



Tiger touches the ball he retires and immediately another Tiger takes his place. The game is thus continued until every Tiger has touched the ball and left the circle. If the ball is thrown out of the circle it frees the Tiger who has been in

longer than the other.

If an Otter is forced out of the circle while holding the ball it releases the Tiger who forces him out. When the Tigers are all free the Umpire takes the exact time that they took to release themselves and the two Patrols change places, the Tigers having the ball and two Otters rushing in on the word "Go." The Patrol taking the shorter time to free itself wins the match.

PART III

Indoor and Camp Fire Games

INDOOR AND CAMP FIRE GAMES.

Giant Sneeze.

Players are formed up in a circle and numbered in 5s. Each No. 1 player takes TISSUE—No. 2 ACHEW—No. 3 HASH—No. 4 HATCHET, and No. 5 CHEETAH



The leader is in the centre, and simultaneously with the raising of his arms all players take a loud and deep inhalation of breath (as one does preparatory to sneezing). On the dropping of his arms each player shouts the word allotted to him.

The result should be a particularly explosive sneeze.

A Goal.

Players are formed up in a circle and numbered in 4s. Each No. 1 player takes "Play up, *Queen's*" (or whoever the local favourites are); No. 2s take

"Well *played*, sir," No. 3s take "Now *pass*," and No. 4s a prolonged "*Shoot!*"



The Referee stands in the centre of the circle. On a signal with his up-raised right hand the No. 1s commence repeating—"Play up *Queens*."

On a similar signal the No. 2s join in with their slogan, slightly louder. On a similar signal the No. 3s join in louder still.

Then the No. 4s at the pitch of their voices, the others, as loudly as possible, shouting anything appropriate to an exciting football match.

Whenever the Referee raises both arms above his head there is instantaneous silence. After a pause of two seconds the Referee gives a short toot on his whistle whereupon all the players, at the pitch of their voices, shout a prolonged "*GOAL*."

NOTE :—The words and syllables in italics are those on which emphasis should be put.

A Bye.

This item is exactly the same as "A Goal" up to the point where the Referee gives a short toot on his whistle.

Instead of yelling "Goal" the players give vent to a staccato and eager "A" followed by a protracted and disappointed "OO-OO-OOH."

Draw a Face as I do.

Players are seated in a circle. The Umpire says to the player on his right, "Draw a face as I do," and then, with the index finger of his *left* hand draws a face as in sketch. (The outline clock-wise; right eye; left eye; nose downwards; mouth right to left.)



Each player in turn attempts the feat and at the conclusion of his effort the Umpire says "Right" or "Wrong" as the case may be. The game is continued round and round the circle until everyone has got it correct.

The chief mistake usually made is that some players, paying so much attention to the order of placing the eyes, etc., do not realise that the figure is drawn with the *left* hand.

Giants and Dwarfs.

When not carried on too long this makes an excellent physical development game.

The players march round the room and on the order "GIANTS" they march on tip-toe attempting to touch the ceiling with their finger tips.



On the command "DWARFS" the hands are lowered to the

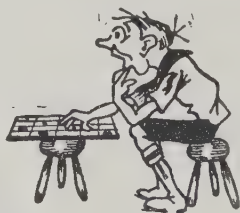
shoulders, the players assume an almost sitting position, and they march round thus until the command "STEADY" is given when they march normally until the command "Giants" or "Dwarfs" is again given.

The Joy Wheel.

Four players lie on their backs on the floor at right angles to each other with feet interlaced in the centre. A fifth (light) player sits on the feet. Four further players stand, each midway between the heads of two of the prone players, and grasp the near hand of the prone player on either side. The standing players commence to move round in a circle the result being a human joy wheel.

Quicksight.

Two pieces of cardboard, about a foot square, are each divided into twenty-five squares. Each player



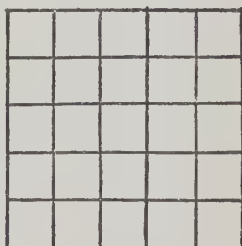
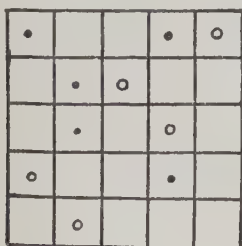
is given one of the pieces of cardboard, 5 pennies and 5 pebbles. (Other articles can of course be substituted).

The first player places these on the squares in any pattern he fancies, and when this has been done, the other player is allowed to see it for five

seconds and the squares are covered up. From memory the second player attempts to reproduce the pattern on his board.

One point is allowed for each placed correctly and one deducted for each that is wrong.

The second player then sets his board and the first player is given a five seconds survey and then has to reproduce the pattern on his board. The player with the most points wins.



○○○○○.....

Rapid Questions.

The District Commissioner's game. Patrols are drawn up in Indian file two paces apart. Only the leading player in each Patrol can answer the question put. After each question has been dealt with each leading player goes to the last place in his file. —



Questions are put by the Umpire and may be on

any subject. The method of answering is for each leading player, as he gets the answer, to raise his right hand. Players get an opportunity of replying in the order in which they raise their hands. They should go forward to the Umpire and whisper the answer when called on.

The first player giving the correct answer scores the same number of marks as there are competing Patrols; the next scores one less and so on.

After each leading player has had an opportunity of answering the Umpire gives the correct answer, the leading players go to the last places in their files and the next question is put.

The following may be of assistance in drawing up your questions :—

“What day of the week is it?”

“What is the 4th Scout Law?”

“How many legs has a rabbit?”

“How many Vs on the face of a clock?”

“What is the difference between a strain and a sprain?”

“Why does a dog run away with his tail drawn in between his legs?”

“What compass direction is opposite to S.S.E.?”

“Is a whale a fish or an animal?”

“Who is the Patron Saint of Wales?”

“What is the Chief Scout's birthday?”

“How many ribs has an umbrella?”

"What is correct mourning for Scouts?"

"What is your Scoutmaster's address?"

"Why has a rabbit got a white tail?"

"What is the Scout sign for 'I have gone home'?"

"What is the essential badge for King's Scout?"

"Who is the Chief Scout for Wales?"

Questionnaire.

Players seated in a circle each with pencil and sheet of paper. Each player in turn asks a question, which must be a sensible one requiring a short answer. The player asking a question must know the correct answer himself. Each player writes down what he considers is the correct answer to each question. The player with the most correct answers wins.

Sample Questions.—"Who is the world's richest man?"

"Who wrote Dr. Marigold?"

"In what direction does the King's head face on a shilling?"

"Where is Nairobi?"

"Who was the last Prime Minister?"

"What is the 4th Scout Law?"

"Have fish teeth?"

The Problem of the Man Who Lost His Memory.

On a table are laid out a few articles and each Patrol, in turn, is taken up to the table and told a tale something after the following:—

“A man was put off a train at Glasgow



and handed over to the police on a charge of having travelled beyond the place for which he had purchased a ticket (Manchester to Carstairs).

“On arresting him the policeman discovered that the man had lost his memory and they are endeavouring to find out who he is.

“The articles laid out on this table were all that were found in his possession,

“Each Patrol will be allowed three minutes to examine the articles and will then retire until they are asked to come forward to state all that they can ascertain about the man.”

The winners are, of course, the Patrol which brings forward the most reasonable and valuable deductions.

Suitable articles might be :—A comb, nail file and toothpick (denoting careful and cleanly habits)—a handkerchief with a laundrymark (for ascertaining

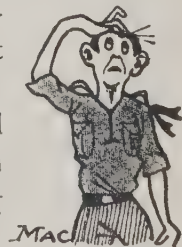
who he is)—a few coins of small value (denoting poverty or robbery)—a used tram ticket (where he is likely to have been recently)—a railway diary with a page folded down, or pencilled, say at Ayr—(where he lived or travelled frequently to). A few pencils and a fountain pen (indicating probable occupation).

At the end the Umpire should sum up and give his deductions.

Problem Pictures.

In this game the Scoutmaster sets a number of deduction problems in the absence of the boys. There should preferably be one picture for each competing Patrol, but each picture should be different.

The Patrols are then called in and each one given five minutes in which to study a picture, before changing over with another Patrol.



After all Patrols have had their turn at every picture the Patrol Leaders, speaking for their respective Patrols, are asked to state concisely what they have been able to deduce from the pictures.

In order to make the above description clear the following are examples of possible pictures:—

Picture No. 1.—A chair, a shepherd's crook, a hat with a game bird's feather in it, a newspaper thrown down and open at the agricultural page and

a pair of wash-leather gloves lie on the floor. The Patrol will be asked to give some description of the man who recently occupied the chair.

Deduction.—The man was interested in agriculture because of the newspaper and the shepherd's crook. He was probably interested in shooting—the game bird's feather in the hat. The crook denotes a shepherd, a farmer or a laird, but the wash-leather gloves prove that he was probably of the laird class, since neither shepherds nor farmers commonly wear wash-leather gloves. Other points might of course be scored, but the above is sufficient for purpose of explanation.

Picture No. 2.—A chair with stool in such a position that the sitter could rest his leg upon it. Near by a table on which is a pipe, a book with bookmark inserted, an empty telegraph envelope, several spent matches in an ashtray, a stick, and a rug on the floor. The Patrol will be told that someone has recently vacated the chair. Why did he do so and what kind of person was he?

Deduction.—The person who recently departed was a man, since he owned a pipe. He probably left on receipt of the telegram, but expected to return because he left his pipe. He had been there some time as he had lit several matches. He was either lame or an invalid because of the rug and stick, but probably lame, because of the stool

obviously used as a leg rest. His lameness was slight or temporary as, in his agitation on receipt of the telegram, he left his stick behind. He was a careful reader, or lover of books, since he marked his place before opening the telegram, and so on.

When setting your pictures it is as well to act the parts so as to ensure no detail being omitted or wrongly set.

My P. L. went to Camp.

Players are formed up in a circle. The first player commences by saying :—" My P. L. went to camp and packed his bag. In it he put (something)," and intimates what that something was.



The next player then repeats " My P. L. went to camp, etc.," puts in the article mentioned by the first player and then adds another himself, and so on round the circle, each player in turn repeating, in the correct order, all the articles put into the bag and adding another.

Whenever a player gets an article in the wrong order, or cannot remember the next article within

one minute, he is out of the game and the next player carries on.

The game is continued round and round the circle until only the winner is left.

Buzz.

Players sit round in a circle. The game is a counting one, in which, whenever the number 7 comes, or a multiple of 7, or a figure with 7 in it, such as 14, 17, 21, 27, 28, 35, 37, etc., the player whose turn it is must say "Buzz." Otherwise he drops out of the circle.



For 71, 72, 73, 74, 75, 76, 78, and 79, you say "Buzz 1," "Buzz 2," and so on and for 77 you say "Buzz, Buzz."

The game is continued until only the winner is left.

Whenever a player fails, either by not "Buzzing;" by "Buzzing" when he shouldn't or by saying the wrong number, the next player begins again at 1.

Whiz Buzz.

Players sit round in a circle. This is another counting game in which, whenever the number 5 comes, or any figure with 5 in it, the player whose turn it is must say "Whiz."

Whenever the figure 7 comes, or a multiple of 7, or any figure with 7 in it, the player must say "Buzz."

In addition, for every figure with both 5 and 7, (such as 57 and 75), or a multiple of both 5 and 7 (such as 35), the player must say "Whiz, Buzz."

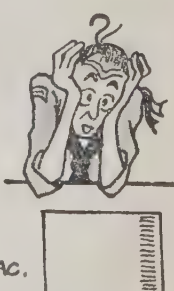
For 51, 52, 53, 54, 56, 58, and 59 you say "Whiz 1," "Whiz 2," and so on, but for 55 you say "Whiz, Whiz."

Similarly for 71, 72, 73, 74, 76, 78, and 79 you say "Buzz 1, Buzz 2," and so on, but for 77 you say "Buzz, Buzz."

The game is continued until only the winner is left. Whenever a player fails he drops out and the next player commences again at 1.

Boy's Name! Girl's Name!

Each player is provided with a sheet of paper and writes down the following (or a similar) list in the left margin:—

Boy's name	...	...	Simon.	
Girl's name	...	...	Sally.	
Author or Authoress	...	...	Solomon.	
Actor or Actress	...	...	Siddons.	
Soldier or Sailor	...	...	Shackleton.	
Statesman	...	...	Shaftesbury.	
British Town	...	...	Slamannan.	

MAC.

Town Abroad	...	...	...	Seattle
British River	...	...	...	Spey.
River Abroad	...	...	...	Somme.
Country or State	...	...	...	Scandinavia.
Colour	...	...	...	Sallow.
Animal	...	...	...	Seal.
Bird ...	...	...	...	Swallow.
Insect or Reptile	...	...	...	Snake.
Fish ...	...	...	...	Shark.
Tree ...	...	...	...	Sycamore.
Flower	...	...	...	Stitchwort.
Fruit or Vegetable	...	...	...	Strawberry.
Liquid	...	...	...	Sherry.
Mineral	...	...	...	Sapphire.

The Umpire then intimates any letter in the alphabet, say S. Each player within a given time has to supply his list with appropriate words beginning with S. On the call of time one of the papers may present the appearance of the above example.

Each player in turn now reads his list aloud and strikes out those words that others also have.

Each player counts one mark for each word which remains at the conclusion and which receives the approval of the Umpire. Another letter is then intimated and the game continues. Ten minutes is a fair time limit to allow per letter. Players should reject the first solution that occurs to them and search their minds for something less obvious.

Spelling Bee.

Players sit round in a circle. In this game each player in turn adds a letter towards the spelling of a word, the object being not to be the one to finish a word but to force a following player to do so.

Thus the first player may say "W" and the next, thinking of "who," may add "h." The next, running his mind quickly over possible words beginning "wh" may think of "what" and make it "wha." The next player must not add "t," so, recollecting "whale" will make it "whal." The next player, of course must not add "e" so, remembering that there is a word "whalish" makes it "whali." The next player adds "s" and the next is bound to be the loser.

Each player drops out as he fails and the game is continued until only the winner is left. If a player, when his turn comes round, fails to add a letter in a minute he is out.

If he suspects that the last letter added does not go to the formation of a word he may challenge the last player for his word within the minute. If there is a word the challenger drops out; if there is not the player who added the last letter drops out.

Proper names are not allowed.

I've been to Paris.

The players sit round in a circle. The leader says to his neighbour on the right:—"I've been

to Paris." "What did you buy there?" his neighbour enquires with interest. "A mangle" is the



unexpected response accompanied by the appropriate circular action of the right hand.

This statement, question and answer go from player to player, right round the circle.

Next the leader remarks:—

"I've been to Paris." "What did you buy there?" his right-hand neighbour enquires. "A pair of shears," he answers, suiting the actions to the word by opening and shutting the thumb and first finger of the left hand while continuing to mangle with the right.

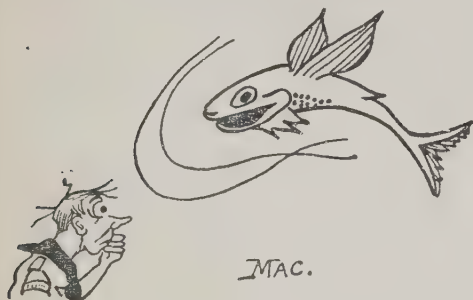
This statement, question and answer (and actions) go from player to player right round the circle.

Next time the leader adds a treadle sewing machine, followed by a Chinese figure which nods its head and then a cuckoo clock which says "Cuckoo! Cuckoo!" The final purchase is Wrigley's Chewing Gum.

Each player will therefore, at his final purchase, when his turn comes round, be mangling, shearing, treading a sewing machine, nodding his head and alternately saying "Cuckoo! Cuckoo!" and rotating his jaws in a circular motion.

Caught Napping.

The players sit round in a circle, the Umpire included. The Umpire says "(something) flies,"



and at the same time beats three or four times on his thighs.

If that something can fly the other players must also

immediately beat their thighs three or four times, but, if the something is not capable of flight, they must do nothing. Thus "Fish flies," "Ptarmigan flies," "Hen flies," should bring an immediate response, while "Butter flies," "Horse flies," "Ostrich flies," should be received in stony silence.

Each Scout beating his thighs when he shouldn't, or not doing so when he should, is out of the game which is continued until only the winner is left.

What Is It?

Patrols are in their own corners, each seated in a circle. One player from each Patrol goes out and these players decide on some exceedingly out-of-the-way thing which the Patrols have to discover. For instance, the players who go out may decide on

“the tip of the tail of the whale that swallowed Jonah.”

The players then return to the room and each takes his place in the midst of any Patrol except his own.

Questions are then put by the Patrols with a view to finding out what the sentence is. The questions may only be answered by “Yes” or “No.”

The Patrol which correctly discovers the sentence first is the winner.

The Ship's Alphabet.

Players are seated in a circle. Beginning anywhere in the circle the Umpire asks:—“The name of the letter?” “A” the player indicated may say. The Umpire then turns to the next player and asks:—“The name of the ship?” and immediately commences counting slowly and sternly up to 10. “Arabella” is possibly given before that number is reached. “The name of the Captain?” to the next player, again commencing to count sternly towards 10. The answer may be “Ananias.” “The name of the cargo?” “Apples.” “The port she sailed from?” “Alabama.” “The place she is bound for?” “Aden.” “The next letter?” “K,” and so on round the circle.

Each player as he fails to answer in time, or says something which is not applicable, moves down one place.

The Blind Old Man.

The players are formed up in a circle with another player (the blind old man) in the centre, who is blindfolded and holds a staff or walking stick.

The players in the circle take hands and move round the "old man." On the third beat of his stick on the floor the players stand still and the "old man" points his stick.

The player at whom the stick is most nearly pointing takes hold of the other end of it and is called upon by the "old man" to imitate, in turn, the noises of a donkey, cat, hen laying, baby crying, sheep, dog and duck. (The "old man" may call on the player to imitate Patrol calls.)

From the noises emerging from the boy holding the other end of the stick the "old man" identifies him. If he succeeds they change places. If he is unsuccessful the game is resumed with the same "old man."

The "old man" gets three chances and then, if still unsuccessful, the Umpire nominates another "old man."

Earth, Air and Water.

Players are formed up in a circle with the Umpire in the centre. The Umpire suddenly points to one of the players and says—"Earth" (or air, or water) and starts counting sternly up to 10.

The player indicated must, before 10 is counted,

name an animal which lives on the earth. If the player fails or says something inappropriate, he drops out of the game (or forfeits a point).

The Umpire, pointing to another player, might next say "Water" and the player concerned must, before 10 is counted, name something which lives in the water. Similarly, if "Air" is called the player concerned must name a bird, insect or animal which flies before 10 is counted. Once anything has been stated by one of the players it cannot be repeated by another player.

The Irish Schoolmaster.

Players are formed in a circle and numbered consecutively. The Umpire takes his place between



the first and last numbers and commences the game by saying :—"What's this I hear about number (say) 7?" and commences counting fairly quickly up to 10.

If number 7 does not reply before 10 is counted he goes to the last place in the circle. If he is alert he says "No, Sir; not I, Sir; number (say) 2, Sir."

The Umpire immediately commences counting up to 10, and if number 2 is alert he accuses another number; if not he goes to the last place in the circle. Each time a player has been sent to the last place

in the circle, the Umpire recommences with the opening formula finishing up by accusing a number.

Players retain their original numbers throughout the game, and if a player accuses the player who is at that time actually at the last place in the circle (or if a player does not reply with the correct formula) he goes to the last place himself.

Message Passing Relay Race (in Circle).

An even number of Scouts are formed in a circle and numbered consecutively. Numbers 1 and 2 are each whispered different messages of equal length.

On the word "Go" No. 1 whispers his message to No. 3; No. 3 to No. 5, and so on round to the last odd number.

At the same time No. 2 whis-

pers his message to the next even number *in the opposite direction*.

Whenever the last odd number and No. 4 receive their messages they sprint to the Umpire and deliver them. The side which finishes first *with the correct message* wins.



Suggested Sentences.—Take the Auchtermuchty bus to Auchterarder.

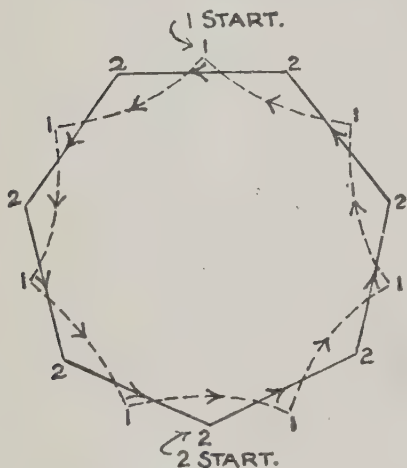
The Cree Indians we will see at three.

Which switch is the switch, miss, for Ipswich?

We are going to advance, send reinforcements.

Pass Faster.

Players are arranged in a circle, facing inwards, and numbered one and two alternately. A No. 1



player on one side of the circle holds a ball and the No. 2 player directly opposite holds another ball of a different colour.

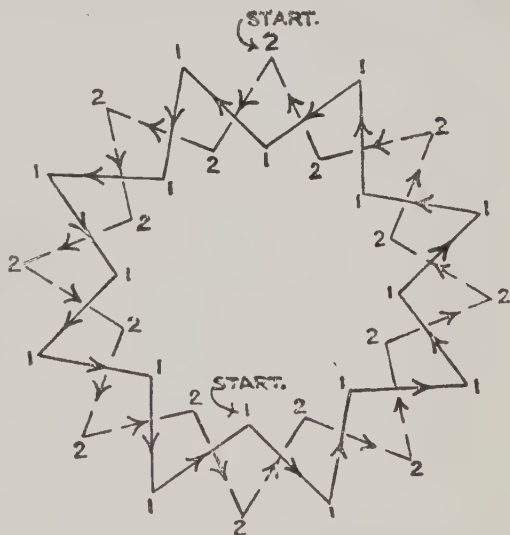
On the word "Go," the No. 1 player passes his ball to the next No. 1 player on his right, and so on.

At the same time the No. 2 player passes his ball to the next No. 2 player on his right, and so on. The team wins whose ball passes the other ball.

If a ball is dropped it must be picked up by the player who dropped it and then passed to the next player. This game can be made more difficult by passing two mugs, or two spoons, instead of balls.

Zig-Zag Pass Faster.

This is a variation of Pass Faster played with two concentric circles. Two balls are used as before ; starting at opposite sides of the circles. The players are arranged as shown in the diagram and the balls are passed as shown by the lines.



The rules are the same as for Pass

Faster, and the team whose ball overtakes and passes the other ball wins.

Tails.

Two Patrols stand in Indian file with Patrol Leaders facing each other. Each player firmly grasps the waist of the player in front with both arms and the end player of each Patrol has a neckerchief slipped under his belt (the "tail").

On the word "Go" each Leader tries to capture the "tail" of the opposing Patrol. The Leader

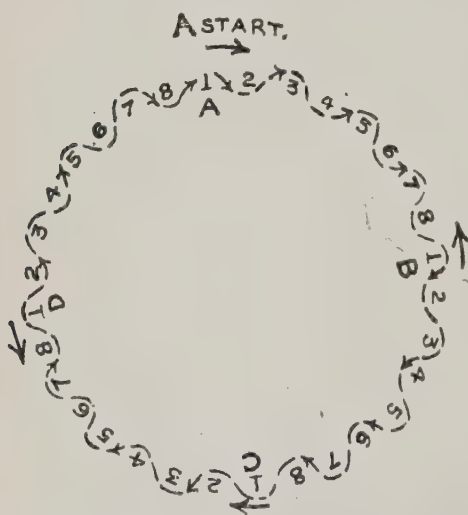
only may snatch at a "tail," the remainder of the Patrol assisting its Leader to capture the opposing "tail" and in helping its "tail" to dodge the opposing Leader. A Leader may hamper the opposing Leader with outstretched arms but may not hold.

Plenty of space should be allowed for this game and objects likely to damage the end players in swinging round should be removed.

The Weavers' Relay Race.

For two or four Patrols.

Patrols are drawn up in a circle, as shown in



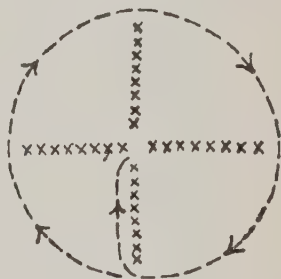
diagram, the players being about a yard apart. Players face inwards. On the word "Go," each No. 1 starts, in the direction as shown by the arrows, going in and out between the players

and dodging the players going the other way. When No. 1 gets back to his original position, No. 2 starts off and the Patrol which finishes first wins.

Hands must be held by the sides and no holding on in passing is allowed. The course of No. 1 of "A" Patrol is shown for guidance.

Wheel Spokes.

Patrols stand in Indian file as shown in diagram. Each No 1 has a ball, or bean bag. On the word "Go" each No. 1 hands his ball to No. 2 and so on down the file to the end player who runs with it round the circle to the right and back to No. 1 position (as shown by dotted line).



The ball is immediately passed from player to player down the file to the end player, round the circle, and back to No. 1 position and so on until all of the players have carried the ball round the circle.

The ball must be handled by each player in turn in passing down the file. A player who drops it must recover it. The Patrol to finish first wins.

Snatch Hat (New Version).

Two rows of Scouts stand facing each other on opposite sides of the clubroom.

They are numbered off from the same end so that each No. 1 faces No. 1 and so on.

One hat per competing couple is placed on the floor immediately between them.

The Umpire tells a yarn in the course of which he mentions various numbers (or merely shouts out numbers).



Whenever a number is mentioned each of the two Scouts having that number tries

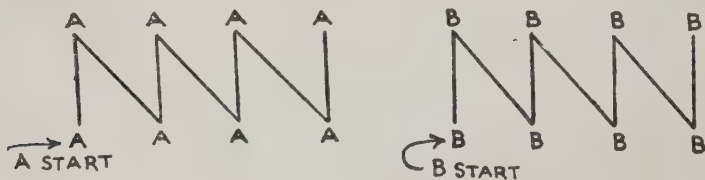
to get the hat in front of him back to his base line without being "tiggered" by the other.

If he succeeds he counts a point to his side.

The hat is immediately replaced in the centre and the yarn resumed.

Courier.

Players are divided into equal teams and each team into halves. The halves of each team face each other in line some distance apart. An end player of each team holds a ball.



On the word "Go" he throws it to the player opposite who throws it to the second player in the

opposite half of his team, and so on until it reaches the last player who returns it along the same course back to the first player. The process is again repeated and the first team to get the ball back wins. A player dropping the ball must recover it and then throw it to the appropriate player opposite.

Courier Relay Race.

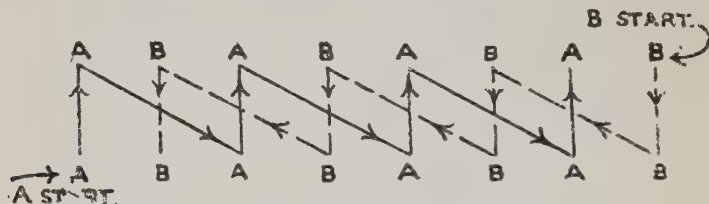
Players are formed up as for "Courier." The game is commenced in the same way but when the ball reaches the end player he doubles to the other end of his line and continues the game by throwing the ball to the first player in the opposite half of his team.

When the ball reaches the end player he also doubles to the other end of his line and throws the ball to the player opposite and so on until every player has run with the ball. The last player to run with the ball holds it aloft and the team to finish first wins.

Cross Courier.

This makes an excellent contest for two Patrols against other two Patrols. The players are drawn up in two lines facing each other so that each player is next to an opponent and facing one of his own team. The end player of one team holds a ball while the end player of the other team (at the other end of the opposite line) also holds a ball.

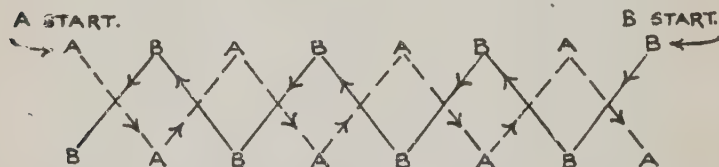
On the word "Go" each player holding a ball throws it to the member of his team who is facing him and that player throws it to the next player of his team in the opposite line and so on to the other end.



Whenever the ball arrives at that end it is immediately sent back again over the same course until it reaches the player who originally held it. The team to finish first wins. This game is an excellent illustration of "More hurry, less speed."

Oblique Courier.

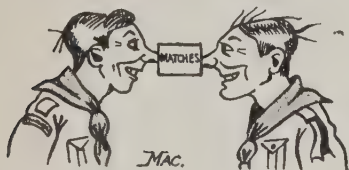
This game is similar to Cross Courier except that in addition to each player in each line being next to an opponent he is also directly opposite to an



opponent. This necessitates the ball being thrown obliquely across from side to side. Each team, as before, starts throwing simultaneously from either end. The team to finish first wins.

“Goodness Nose” Race.

Patrols of equal numbers are drawn up about four feet apart in Indian file. The leading Scout in each



Patrol has a match-box outer case placed on his nose. On the command “Go” each leading Scout wheels about and

places the match-box case on the nose of the next player (without touching it with his hands). In this manner the case is passed down the Patrol.

If the match-box case is dropped it must be picked up by the last player who had it on his nose and transferred, as above, to the nose of the next player. The end player of each Patrol runs forward to the Umpire with the case still on his nose. The first Patrol to finish wins.

Bean Bag Relay Race.

Patrols are seated on the floor in Indian file, the lines being four feet apart. Players are numbered from the front of Patrols. A small circle is drawn in front of, and behind, each file. Each file has a bean bag which, to begin with, is placed in the front circle.

The Umpire calls out any number and the player in each file having that number must pick up the bag, run to the back circle, leave the bag there (it must be wholly inside the circle), back to his place

in the file and sit down in his place. The first player seated counts one mark to his Patrol.

When the next number is called the players run back and bring the bags to the front circles, and so on. The Umpire should examine the bags in the circles after each number. If a bag is not wholly inside a circle that Patrol cannot score the point. This game can be made more difficult by using Indian clubs instead of bean bags.

Passing Clothes Pins.

Teams of equal numbers are drawn up in two lines facing each other. The end player of each line



is given rather more clothes pins than can be conveniently held in both hands.

On the word "Go" the pins are passed down the line and back again. Pins dropped must be picked up immediately by the player who dropped them. When the pins have returned to the starting point the end player runs forward with them to the Umpire. The team which finishes first, with all its pins, wins.

Pass Penny.

Teams of equal numbers sit in two rows facing the same direction with a narrow space between them,

and an empty chair at either end. On one chair are placed six pennies, three for either team.

On the word "Go" the player on either side nearest the pennies picks up a penny with his left hand, and passes it with his right hand into the left palm of his right neighbour who passes it with his right hand into the left palm of his neighbour and so on down the row. The end player places the penny on the chair on his right. This process is repeated with the other two pennies. Whenever the third penny has been deposited on the chair the player at that end picks up a penny with his right hand and passes it with his left hand into the right palm of his left neighbour and so on until all three pennies are back on the starting chair once more.

A dropped penny must be picked up by the player who dropped it. The team which finishes first wins.

Soccer Relay Race.

Patrols of equal numbers are drawn up in Indian file behind a starting line. A small chalk circle for each Patrol is drawn just outside the starting line and another for each

Patrol at the far end of the course. A small ball

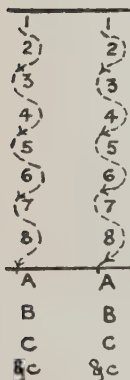


is placed in each of the starting circles. On the word "Go" the first player of each Patrol dribbles his ball to the "finish" circle, sprints back, replaces his ball in the starting circle, touches the hand of his second player (behind the starting line) and goes to the back of his Patrol. The second players complete the course and so on until every player has dribbled the ball.

The first Patrol to complete the course wins. The ball must be kicked only during the dribbling. If a ball rolls out of a circle the previous player must replace it in the circle before the next player can proceed.

Zig-Zag Relay Race.

Patrols are formed up in Indian file three paces apart. A fair interval is allowed between each of the players in the files (they do not stand close together).



On the word "Go" each end player hops, following the zig-zag course shown in the diagram, until he has reached position A, where he stands still. Immediately the next player in the file hops over the zig-zag course until he reaches position B, where he stands still.

The remainder of the players follow in turn until each player has hopped over the zig-zag course and reached his new position. The first Patrol to finish wins.

Potato Spoon Relay Race.

Patrols are drawn up in Indian file with the leaders toeing a starting line. On the floor in front of each file there is a row of potatoes, at intervals of two or three feet, stretching ahead in the same direction, one for each member of the Patrol.



Each leader is furnished with a tea spoon, and beside each leader there is a box or basket (or a circle is marked on the floor), in which the potatoes are to be placed. On the word "Go" each leader runs forward, takes up a potato on the spoon, carries it to the box or basket and places the potato in it; he then returns the spoon to the second player and retires from the file.

The second player picks up a potato, puts it in the box, and so on until all have placed a potato in the box. A potato may not be touched with anything but the spoon and should one be touched otherwise it must be replaced and picked up again with the spoon.

A dropped potato must be picked up on the spoon at the spot where it was dropped. The Patrol to finish the course first wins the race.

Hoop Relay Race.

Requisites.—A knotted circle of rope per team, sufficiently large to pass over the shoulders of each



boy in the team. Teams of equal numbers are drawn up in Indian file. Each front player holds the rope circle.

On the word "Go" each front player passes the rope over his head and shoulders down to the ground; the next player picks it up and does the same, and so on down the file. When the end player has dropped the rope to the ground he runs forward to the front of his file, and it is again passed down the line, as before, until every player has run with it, and the first player is again in front of his team. When he reaches the front he raises the rope at arm's length and the first team to finish wins.

As a variant, the rope can be passed up over the body instead of downwards.

Spies.

Teams are chosen of equal numbers so that, when standing with feet wide apart and touching the nearer foot of each player on either side, one team stretches right across the clubroom. That team is blindfolded.

The other team try to pass through the cordon, either between the legs of the defenders or between the players. (The defending players must keep the arms close to the sides, excepting when they think they hear a "spy"). A defender, hearing or feeling a "spy," must touch him before he gets through. Whenever a "spy" is touched he is out of the game.



Each "spy" getting through counts one point. Whenever all of one team have got through, or have been touched, the teams change over. The team which gets the greatest number of "spies" through wins. Strict silence must be preserved throughout the game.

Submarines.—This is a more difficult version of "Spies" where players may only pass between the legs of the defenders.

Crows and Cranes.

Teams of equal numbers are formed up in two lines in Indian file, four feet apart. One line is called "Crows," the other "Cranes."

The Umpire calls out one of these names, rolling his "r's" as long as possible to keep the players in suspense. If "Crows" is called the Crows run away and the Cranes chase them. Any caught before passing a certain line, or touching a wall, are out of the game. If "Cranes" is called the Cranes

run away and the Crows try to catch them. The game is continued until all of one side are caught.

Crows, Cranes and Crabs.

Teams of equal numbers are formed up in two lines in Indian file, four feet apart. One line is called "Crows," the other "Cranes."

The Umpire calls out one of these names, rolling his "r's" as long as possible to keep the players in suspense. If "Crows" is called the Crows run away and the Cranes chase them. Any caught before passing a certain line, or touching a wall, are out of the game. If "Cranes" is called the Cranes run away and the Crows try to catch them. If "Crabs" is called the players must stand still. All players moving to the word "Crabs" are out of the game. The game is continued until all of one side are caught.

As a variant, this game may be played as Rats, Rabbits and Wrens.

Blindfold Obstacle Race.



One member of each competing Patrol is blindfolded and stands in the clubroom toeing the starting line. After the competitors have taken their places articles such as forms, chairs, ropes, pails, heaps of books, etc., are distributed about the course.

On the word "Go" the competitors grope their way to the other end of the clubroom passing either under, over or round the obstacles. The first competitor in each heat to finish the course counts one mark to his Patrol.

This game is not nearly so dangerous as it might seem and is most amusing (particularly to the onlookers).

Indoor Obstacle Match.

The leader, having suggested that the Troop shall compete in a blindfold obstacle championship, invites, say, 6 members to compete. These 6 go outside.

A "course" is prepared by clearing a long, narrow space and adorning it at intervals with, say, a pile of books; a large china vase; a glass of water; a couple of pillows, one on top of the other; a string across the room about 6 inches from the floor and other items which suggest themselves.



Competitor No. 1 enters, the door is shut and the course displayed before blindfolding his eyes. Each competitor is informed that the one who gets to the end of the course in the quickest time wins. While being blindfolded the competitor is kindly helped

by a couple of assistants who encourage him by their directions, such as:—"Step high over the books, and then three long strides before the water-jump," and so on.

On the word "Go" he goes tentatively down the course, stepping extravagantly high or wide along the blank pathway from which all obstacles have been swiftly removed while his eyes were being blindfolded.

Clapping denotes the end of the course and he snatches off the handkerchief to discover the fraud and demand, as a consolation prize, a front seat to await the coming of No. 2.

The Deer and the Stalker.

Two players compete at a time. The "Deer" and the "Stalker" are placed, blindfolded, at opposite ends of a table. On the word "Go" they begin to move round the table. Neither of the players may leave the table.



If the "Stalker" catches the "Deer" in an agreed on time he wins; if he fails the "Deer" wins.

Clock Tick

This makes an excellent inter-patrol competition. One player from each of the competing Patrols enters the room blindfolded. Somewhere in the room, where it can be touched by hand, a clock with a fairly loud tick is placed. The player who touches the clock with his hand first counts one mark to his Patrol. The game is continued until all of the players have competed.



The position of the clock will, of course, be altered for each succeeding batch of competitors. The Patrol with most marks wins.

The Sculptor.

One player is blindfolded and is handed two teaspoons. The others sit in a wide circle, their feet on the floor. None of them may speak nor move.



The player with the spoons advances cautiously, feeling his way with his feet until he encounters the feet of one of the seated players. He now proceeds to

explore the countenance of his find with the spoons. From the involuntary chuckles of his victim he attempts to identify him.

He is allowed one guess only. If he is successful they change places; if not, he goes to the centre and sets out again.

Carthorses.

Competitors line up as in sketch with backs to the ground and supported by their arms. In this position they race to the finishing line.



Walking on the hands is difficult and tiring and 20 yards, as a maximum, will be found quite enough.

Who are You Pushing?

A square piece of ground, or part of the club-room, should be marked off capable of holding half of the players when packed together. Both teams are lined up on opposite sides of the square and about ten yards from it. On a whistle signal both teams rush to get into the square and to prevent the others from getting or remaining there.



Heaving with the shoulder only is allowed. Any

player breaking this rule is immediately disqualified and so handicaps his team.

After two minutes the whistle is again sounded and everyone stands still. The team with most players in the square wins.

Musical Bumps.

To use an Irishism, this is really Musical Chairs without any chairs.



The Scouts trot round the room in a circle to musical accompaniment. Whenever the music stops they must immediately get down on the floor.

The Scout whom the Umpire indicates as having got down last is out of the game. The game is continued until only

the winner is left.

Note.—If no musical instrument is available the boys run round and the Umpire blows a blast on his whistle as a signal to flop on the floor.

Nose Rings.

Each player is given an ordinary rubber ring (such as is found in mineral-water bottles), and is told to draw it tightly over his nose. On the word "Go" the players must get them off, by twisting the nose, without using the hands. The first player to get his nose ring off wins.



Sniff and Say.

A dozen small blue bottles from the chemist's are required for this game. Each bottle is numbered and is half filled with some liquid.



Each player in turn is allowed one sniff at each bottle and must then write down what he thinks is in each bottle, numbering his list according to the numbers on the bottles. The most correct

list wins.

Suitable liquids are:—Water, turpentine, paraffin, vinegar, petrol, eau-de-cologne, *weak* ammonia, Worcester sauce, metal polish, Yorkshire relish, methylated spirit, castor oil, quinine, limejuice.

Feeling the Bags.

A number of strong similar paper bags are placed on a table. A variety of things are placed in the bags, such as sugar in one, buttons in another, peas, tea, sand, pepper, salt, rice, bread crumbs, prunes, washing soda, etc. The bags are numbered.

Each player in turn is allowed to feel each bag once, and must then write down what he thinks is in each bag, numbering his list according to the numbers on the bags. The most correct list wins,

Blunderfoot.

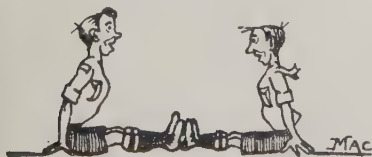
Two similar sets of stepping stones are marked in chalk along the clubroom. Among them are rocking stones and floating timber (see diagram). Two Scouts race to get to the finishing stone.

Winners are pitted against each other until the ultimate winner is found. A Scout who steps on "timber," "loose stone" or in the "water" loses.



Ladders.

Opposing teams of equal numbers sit, facing each other, on the floor in two lines, each player's feet touching the feet of the opponent opposite, as shown in sketch.



The right hand player of each team holds a neckerchief. On the word "Go" each right hand player rises to his feet and hops, with feet together, over the legs of the players in his own team, runs round the back of his line, and sits down in his original place.

He hands the neckerchief to the next player who rises to his feet, hops over the legs of the players in his team seated to his left, runs round the back of his line, hops over the legs of the first player, and sits down in his original position, and so on until the left hand player has completed the course and is seated again in his original position.

The team to finish first wins.

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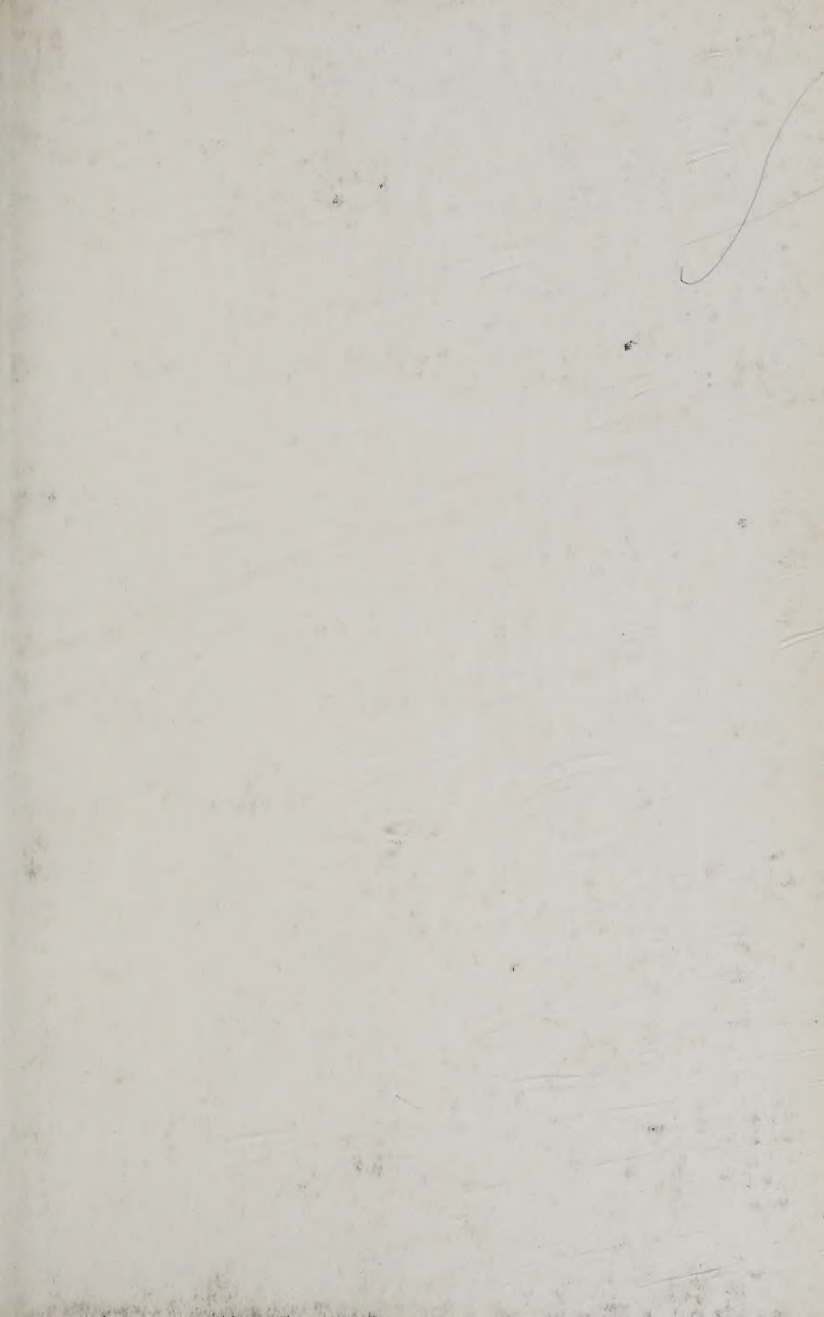
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